

Random Encounters

Part of the Pack - The Wolfpack

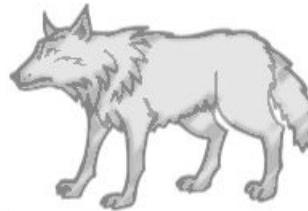
By Robert Wiesr



The Wolfpack

Clevadoran's Special Animal Allies

Clevadoran has many wolves that follow him, but among these his favorites, and his most unusual, are Zephyr and Mica. These special wolves are his constant companions.



Ghost Wolf

Zephyr (against ethereal opponents): Male ghost wolf; CR 3; Medium-size undead; HD 2d12; hp 13; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Atk +3 melee (1d6+1, bite), or +2 melee touch (1d4, corrupting touch); SA corrupting touch, frightful moan, malevolence, trip; SQ low-light vision, manifestation, scent, turn resistance +2, undead traits; AL N; SV Fort +3, Ref +5, Will +1; Str 13, Dex 15, Con --, Int 2, Wis 12, Cha 12.

Skills and Feats: Hide +11, Listen +14, Move Silently +4, Search +4, Spot +12, Wilderness Lore +1 (or +5 when tracking by scent); *Weapon Finesse* (bite).

Corrupting Touch (Su): When Zephyr hits a living target with his corrupting touch attack, he deals 1d4 points of damage.

Frightful Moan (Su): Zephyr can moan as a standard action. Each living creature within a 30-foot spread must succeed at a Will save (DC 12) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Zephyr's moan for one day.

Malevolence (Su): Once per round, Zephyr can merge his body with a creature on the Material Plane. This ability is similar to *magic jar* (caster level 10th), except that it does not require a receptacle. If the attack succeeds, Zephyr's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 12). A creature that successfully saves is immune to Zephyr's malevolence for one day.

Trip (Ex): If Zephyr hits with a bite attack, he can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attack fails, the opponent cannot react to trip Zephyr.

Manifestation (Su): As an ethereal creature, Zephyr cannot affect or be affected by anything in the material world. When manifested, he becomes visible but remains incorporeal. However, when manifested, Zephyr can strike with his corrupting touch attack. Zephyr remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes when manifested.

Scent (Ex): Zephyr can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): Zephyr is treated as an undead with 4 Hit Dice for the purpose of turn, command, rebuke, or bolster attempts.

Undead Traits: Zephyr is immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals him, and he is not at risk of death from massive damage but is destroyed at 0 hit points or below. He has darkvision (60-foot range). Zephyr cannot be raised, and resurrection works only if he is willing.

Zephyr (against Material Plane opponents): Male ghost wolf; CR 3; Medium-size undead (incorporeal); HD 2d12; hp 13; Init +2; Spd fly 30 ft. (perfect); AC 13, touch 13, flat-footed 11; Atk +3 melee touch (1d4, corrupting touch); SA corrupting touch, frightful moan, malevolence; SQ incorporeal subtype, low-light vision, manifestation, scent, turn resistance +2, undead traits; AL N; SV Fort +3, Ref +5, Will +1; Str --, Dex 15, Con --, Int 2, Wis 12, Cha 12.

Skills and Feats: Hide +11, Listen +14, Move Silently +4, Search +4, Spot +12, Wilderness Lore +1 (+4 when tracking by scent); *Weapon Finesse* (bite).

Corrupting Touch (Su): When Zephyr hits a living target with his corrupting touch attack, he deals 1d4 points of damage.

Frightful Moan (Su): Zephyr can moan as a standard action. Each living creature within a 30-foot spread must succeed at a Will save (DC 12) or become panicked for

2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Zephyr's moan for one day.

Malevolence (Su): Once per round, Zephyr can merge his body with a creature on the Material Plane. This ability is similar to *magic jar* (caster level 10th), except that it does not require a receptacle. If the attack succeeds, Zephyr's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 12). A creature that successfully saves is immune to Zephyr's malevolence for one day.

Incorporeal Subtype: Zephyr can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms and has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missiles, and attacks made with ghost touch weapons). He can pass through solid objects (but not force effects) at will. His attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally). Zephyr moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): As an ethereal creature, Zephyr cannot affect or be affected by anything in the material world. When manifested, he becomes visible but remains incorporeal. However, when manifested, Zephyr can strike with his corrupting touch attack. Zephyr remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes when manifested.

Scent (Ex): Zephyr can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Turn Resistance (Ex): Zephyr is treated as an undead with 4 Hit Dice for the purpose of turn, command, rebuke, or bolster attempts.

Undead Traits: Zephyr is immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. He is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals him, and he is not at risk of death from massive damage but is destroyed at 0 hit points or below. He has darkvision (60-foot range). Zephyr cannot be raised, and resurrection works only if he is willing.

Zephyr was Clevadoran's earliest animal companion, and the two loved each other dearly. They were together for several years before Zephyr was killed by some orc sorcerers. The animal rose as a ghost and still follows Clevadoran as he did when he was alive. His loyalty goes beyond the grave. Zephyr does not count against Clevadoran's limit of animal companions, but he acts as an animal companion.

Zephyr has the ability to take over the bodies of material creatures (malevolence). When he does this, the body appears to transform into that of a wolf of whatever size category that the original creature had. This effect is illusionary, but very frightening to observers. Zephyr's victims appear to move like wolves, but they always have a ghostly luminescent aura around the apparent wolf form. *True seeing* effects show the victim in its real form, but the luminescent glow remains.

Mechanical Wolf

Mica: Female half-machine/half-wolf; CR 4; Medium-size animal; HD 2d10+8; hp 19; Init +2; Spd 50 ft.; AC 22, touch 12, flat-footed 20; Atk +4 melee (1d6+4, bite); SA trip; SQ low-light vision, partial construct, programmed, rust vulnerability; AL N; SV Fort +7, Ref +5, Will +1; Str 17, Dex 15, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +16, Move Silently +4, Spot +14, Wilderness Lore +1 (or +5 when tracking by scent); Alertness, Blind-Fight, Combat Reflexes, Run, Weapon Finesse (bite).

Trip (Ex): If Mica hits with a bite attack, she can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attack fails, the opponent cannot react to trip Mica.

Partial Construct (Ex): Mica is immune to poison and disease, and considered Large for purposes of determining death from massive damage. She is subject to critical hits but takes only half damage from subdual attacks. Mica can be healed with a successful Craft (metalworking) check as with the standard Heal check. If slain and resurrected, she returns as normal wolf. Mica receives a +4 resistance bonus on saves against mind-affecting attacks and effects.

Programmed (Su): Mica suffers a -4 penalty on Will saves against Enchantment spells.

Rust Vulnerability (Ex): Mica is affected by rust attacks, such as that of the rust monster or the rusting grasp spell.

*The half-machine template was published in *Dungeon* #91.

Clevadoran rescued Mica from a mad wizard about a year ago. Clevadoran had heard that this wizard was experimenting with transmutation, and visited him, but became angry when he saw what the wizard was really doing: merging mechanical parts with living creatures. When he left

the wizard's fortress, all in it were dead except Mica, who Clevadoran befriended and added to his pack.

Mica looks slightly larger than a normal wolf, though this is merely the effects of metallic armor under her skin. Her most prominent features are her large jaw and mechanical nose. The mechanical parts cause Mica pain all the time, and so she is forever restless, irritable, and snaps into angry moods easily. The other animals give her a wide berth, and her isolation from the pack makes her worse. She spends as much time as possible with Clevadoran and is very loyal (even more than one would expect from an *animal friendship* spell). It is especially nice, from Mica's point of view, that Clevadoran can speak with her.

Bringing the Parts Together

If you wish to draw the wolves into the PCs' lives, you can either do so with Clevadoran or come up with something else. Perhaps Mica stumbles across the PCs while in a very bad mood, and Clevadoran barely gets there in time to calm Mica down. Another option is that the ghost wolf is very concerned over some parentless cubs that it discovered while out without Clevadoran. Will the PCs figure out what Zephyr is trying to tell them or simply attack?

Coming in Part 4 of Part of the Pack

Explore the den of the pack.

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